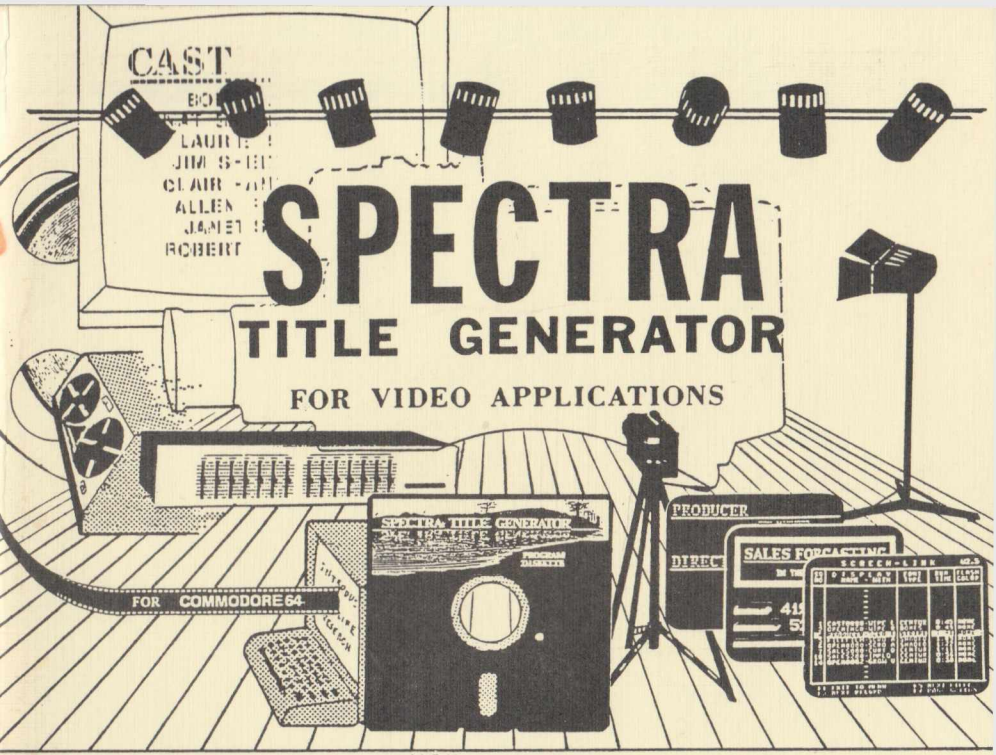
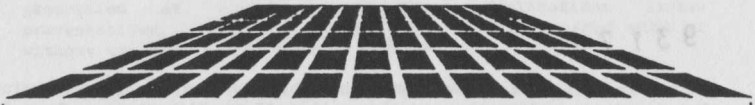

CAST
SPECTRA
TITLE GENERATOR
FOR VIDEO APPLICATIONS
FOR COMMODORE 64
PRODUCER
SALES FORCASTING

USER GUIDE

SPECTRA
TITLE GENERATOR



HARDWARE REQUIREMENTS:

WITHOUT VIDEOTAPE EDITING-

* Commodore 64 Computer
* 1541 Diskette Drive (or compatable model)
* Color monitor or color TV

WITH VIDEOTAPE EDITING-

* Commodore 64 Computer
* 1541 Diskette Drive (or compatable model)
* Color monitor or color TV
* Video monitor cable (See page IV for specs)
* VCR for storing edits
* A second VCR as source of video scenes
* Dubbing cables (With RCA plugs on each end)
* Optional equipment -
  - Video color processor
  - Fader
  - Signal stabilizer
  - Special effects generator (SEG)
  - Time base equalizer

(C) Copyright 1988, Tech Span Video Productions

93171

LICENSE AGREEMENT

Purchase of this product entitles the user to create and maintain information on a diskette (herein called "Data Diskette"). This "Data Diskette", the programs placed on it by this product and the created files are considered the property of the purchaser. For this reason the "Data Diskette" may be used or copied by the purchaser for reasons pertaining to application and use of the product.

Any and all diskettes shipped in this product (herein referred to as "Program diskettes") and this manual are considered to be copyrighted material by assignment contained on this page, on diskette labels and in selected programs. All "PROGRAM DISKETTES" and this manual MAY NOT BE COPIED. Violation of this copyright will be aggressively pursued. Contents of this product are subject to change without notice.

Correspondence concerning this product should be sent to:

Tech Span Video Productions
P.O.Box 3098
Gainesville, GA. 30503

Commodore 64 is a registered trademark of Commodore Business Machines

Rev. 3.0, Jan 1988

Preface

SPECTRA TITLE GENERATOR is a productivity tool intended for creation and organization of titles and screens needed in the production of videotapes. Other applications (sales presentations, storyboard notes, etc.) can be managed with or without the use of videotape.

Once you become familiar with the creation and display of screens, skills may be developed that will produce professional looking results. Screens may be taped as they are created or can be displayed and timed through "Screen Link". Screen Link provides the ability to select certain display times and methods. Screens may be arranged in any order or even suspended for future display.

The most professional results with videotape, as you may know, are achieved through the use of Time Base Correction equipment. A Time Base Corrector/Equalizer (TBC) receives video signals from two or more sources and syncronizes them into one output creating anything from...titles over live scenes...to...very sophisticated special effects.

Without access to expensive TBC equipment, professional results can still be obtained with careful editing between scenes or the use of inexpensive "Faders" available at local video electronics stores. A suprising number of broadcast programs show very good results displaying titles without live background scenes by use of faders and well blended audio. Some producers say that good video is made up of 50% video and 51% audio content. Good audio mixing is very important.

This manual will take you through all the steps necessary to swiftly create, manage and save titles and graphics that may otherwise only be possible in a video production studio. The only limitation is your imagination.

Commodore 64/VCR Video Cable

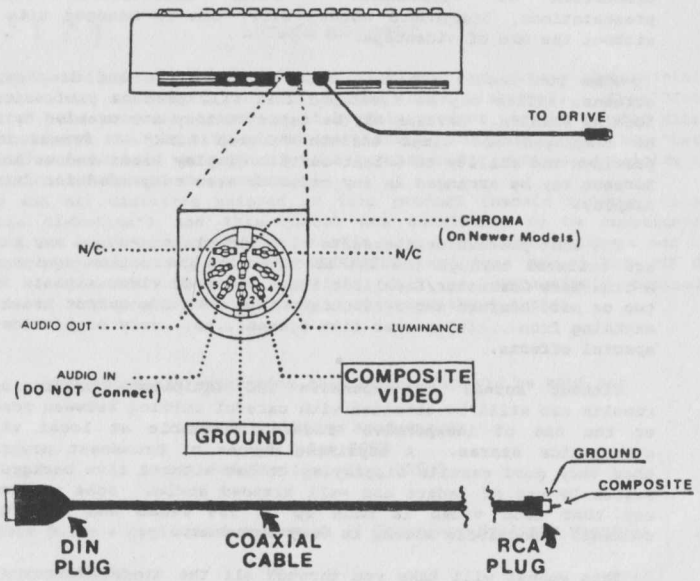


Table of Contents

PREFACE III

COMMODORE 64/VCR VIDEO CABLE IV

TABLE of CONTENTS V

INTRODUCTION 1
- Purpose 1
- Application 1
- Video/Computer Equipment Hook-up 1
- Keyboard & F-Keys 2
- Program Diskettes 4
- Your Data Diskette 4

GETTING STARTED 5
- Loading 5
- Building the Data Diskette 6

BUILDING SCREENS 7
- Saving & Loading Screens 8
- Saving a CBM Screen 9
- Deleting a Screen 9

SCREEN LINK (Formatting Your Screens) 10
- Sequence Number 10
- Display Method 10
- Font Selection 12
- Run Time 12
- Flash Color 13
- Logical View File 13

(Continued)

Table of Contents (Continued)

RUNNING DISPLAYS 14
Sound Queue 14
Clock Display 14
Font Lock 14
Background Lock 15
Minimum Run Times 15
Cummulative Run Time 15
Instant Replay 15

ADVANCED EFFECTS 16
Screen Design 16
Using the "Hidden Cursor" 18

VIDEO EDITING SESSIONS 19

SALES PRESENTATIONS 21

MAKING BACKUP COPIES 23

ERROR RECOVERY 24

INDEX 25

Spectra Title Generator

Introduction

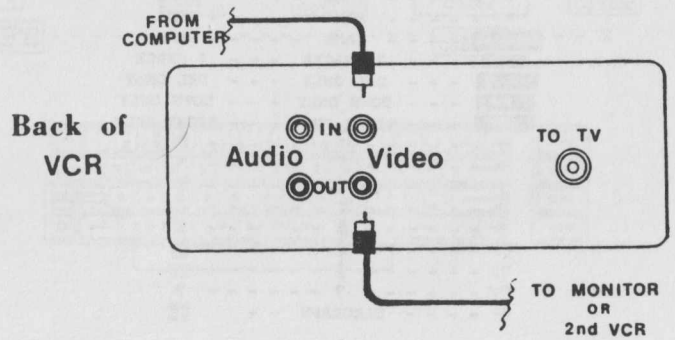
Purpose

The primary design of this product is intended to provide a method of producing graphic titles and screens to be used in both, videotape products and presentation material. The user has complete control over creation, storage and display of a wide variety of possible screens.

Application

Spectra Title Generator can accommodate professional and non-professional environments, depending upon the type of editing equipment used. Primary use and application is directed toward the videographer who has little or no access to professional editing studios. Although, ease of use was a major consideration during design, many complex professional effects can be achieved.

Video/Computer Equipment Hook-up



Introduction (Continued)

Keyboard

All keys on the keyboard have been re-defined. Certain keys that you may be accustomed to using will not be functional. The non-functional keys are:

* All CTRL key functions (such as color selection, ect.)
* All SHIFT functions (except shift to certain "F" keys)
* C=
* RUN/STOP
* RESTORE

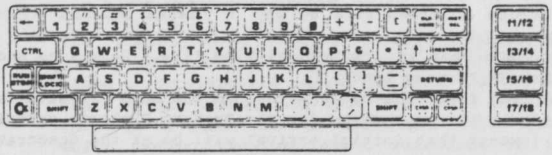
Keys that have been re-defined are listed below.

STANDARD	LARGE FONTS	SMALL FONTS
A thru Z	SAME	SAME
1 thru 0	SAME	SAME
=	SAME	SAME
,	SAME	SAME
.	SAME	SAME
*	SAME	SAME
CLR/HOME	SAME	SAME
SPACE	2 SPACES	1 SPACE
INST/DEL	DEL ONLY	DEL ONLY
↑↓ CRSR	DOWN ONLY	DOWN ONLY
←→ CRSR	RIGHT ONLY	RIGHT ONLY
+	"	"
-	'	'
£	%	%
@	:	:
↑	$	$
[:	(	■
];	)	≡
?/	?	?
←	BARGRAPH	▒

Introduction
(Continued)

F-Keys & Keyboard

	SpectraVIEW	SpectraBUILD	Build Screen	Screen Link
F1	Take Option	Take Option	Go to Menu	Go to Menu
F2	X	X	View Names	X
F3	X	X	Underline	Next Record
F4	X	X	X	X
F5	X	X	Background Color	Next Field
F6	X	X	X	X
F7	Next Option	Next Option	Character Color	Next Option
F8	X	X	Hide Cursor	X



Introduction (Continued)

Program Diskette

The Program Diskette (and the Back-up Diskette) is shipped with the "Write-protect" notch covered. It is recommended that the notch remain covered in order to prevent an accidental write command from contaminating the programs. If any programs are moved, changed or otherwise manipulated a risk of failure of the product will exist.

Your Data Diskette

The creation of the Data Diskette is required for this product. All of your screens and formats are stored there. A separate Data Diskette can be created for each of your productions. For this reason the Data Diskette, once screens are saved on it, can be loaded for formatting and running displays (totally independent of the Program Diskette). The only thing you can't do without the Program Diskette is "Build Screens". The Data Diskette may be copied with a backup utility if you desire. Just make sure that all programs and files are copied in entirety (See section on "Logical View File"). Another important requirement of copying the Data Diskette is that the directory "ID" code be "Ø9".

NEVER delete a screen file by way of direct command "channel 15" as you would during normal housekeeping because formats for each screen are kept in the Logical View File. Deletions should be done through "Screen Link".

Initial load (IPL) can be done through the Data Diskette using the same load procedures given for the Program Diskette contained on page 5 (except that initial arrival will be at the SpectraVIEW Menu).

Getting Started

Loading

1. BEFORE switching the computer on, make sure that all printers, cartridges and joysticks are unplugged from the computer and disk drive. If video editing is desired, make sure that all other equipment is off and then . . . attach video and dubbing cables to VCRs, monitors (or TVs), any editing equipment and the computer.
   (Refer to the diagram on page 1)

2. Switch equipment on in the following order:
   A. TVs & Monitors
   B. VCRs
   C. Any other editing equipment
   D. The computer
   E. Disk drive

3. Place the "Program Diskette" in the drive . . .
   . . . and type . . . LOAD "IPL", 8. . .
   . . . then press the RETURN key.
   After loading is complete . . .
   . . . type . . . RUN . . .
   . . . and press the RETURN key.

   The loading jobs (menus, fonts, programs and memory assignments) done by this "IPL" program takes a considerable amount of time, so you may want to get coffee and come back in 2 minutes. This is a basic design that saves time later while moving from different functions of the programs. (e.g. changing fonts, selecting menu options)

Getting Started
(Continued)

After IPL is complete you should see the following menu...

Building the Data Diskette

The Data Diskette must be created, so select option 1 from the SpectraBUILD Menu . . .

. . . and (when prompted to do so) remove the Program Diskette from the drive and insert a new unformatted diskette.

Follow the remaining prompts in order to transfer the necessary programs over to the Data Diskette.

. . . When complete, the program will return you to the . . . SpectraBUILD Menu.

Building Screens

The design of SpectraBUILD is directed toward ease of use. Therefore, all changes and functions are tied to the "Function Keys" (See F-Key chart on page 3).

Screens may be built with two font styles at a time (LARGE & small). Font selection is accessed through F1. A screen may be built in one font set and then later changed to another font set simply by selecting F1 and then F for "FONT". Using the LARGE characters, each screen has a maximum of 8 lines of 18 characters each. The small fonts provide a maximum of 11 lines of 35 characters each. These large and small character sizes may, however, be mixed together or overlayed each other through the use of the cursor keys ⇑CRSR⇓ (⇐CRSR⇒).

Some of the characters indicated on the keyboard have been re-defined (See the keyboard charts on pages 2 & 3). A special graphics character for "Bargraph" is located in the larger font sets through the use of the ← key. The remaining special graphics characters are located in the smaller character sets ←[8][6].

As you may have noticed, there is also an "F-Key" selection to allow underline of characters.

Color selection of background, characters and underline is chosen through F5 and F7. Sixteen colors are available for each, although selections of character & background are not allowed to be the same color at the same time. Later in the section on **Advanced Effects** we will see some screens that illustrate some techniques of producing very attractive displays by using graphics and overlayed characters.

Building Screens (Continued)

Saving & Loading Screens

To save your screen you'll need to press **F1** and **S** for SAVE. You will then be prompted for a screen NAME. This name can be no longer than eight characters. If less than 8 characters are entered and the RETURN key is pressed, the program will assign a string of characters to fill in the remaining spaces. After the first SAVE, the program REMEMBERS the screen NAME and adds a numeric value to the last two characters. This value is raised by one (1) for each subsequent save. For example, if you have built a screen and saved it as . . . "INTRODUC" . . . then the program would save that screen, as such. You then later, saved a second screen (perhaps similar to the first) and selected the "SAVE" option again. This time instead of entering a screen name, you just pressed RETURN . Well, this time the program saved your second screen as . . . "INTROD02". Subsequently, after building a third screen and pressing RETURN at the screen name prompt, it would be saved as . . . "INTROD03" . . . . . and so on. If at any time a screen name is entered at the prompt, then that name becomes the new default screen name. This default name is also set by LOADING a particular screen name.

These features exist in order to help in ease-of-use and also to prevent an accidental SAVE over a screen. Keep in mind that if you LOAD a screen and it has similar sequential screen names following it, you will need to enter the same name or a new one in order to prevent saving over the next name in the sequence.

Once familiar with this procedure, you will find that it is a time saver and makes screen arrangement very easy during formatting. Please note: This type of SAVE and LOAD method does not limit your flexibility during sequenceing of individual screens during display in "Screen Link".

In order to view screen names that have been saved, simply press the **F2** key.

Building Screens (Continued)

Saving a CBM Screen

Some people familiar with Commodore keyboard graphics may desire to save a screen that they have built in this manner. To do so, use the following procedure:

Step 1 - Exit to BASIC

Step 2 - Insert the Program Diskette into the drive and enter . . . LOAD "CBMSAVE",8 . . . . . and press RETURN.

(READ the FOLLOWING paragraph and go to Step 3 before running)

This program may now be ammended to any program that you might have containing your screen, provided that a GOSUB command is added after your screen display routine. If not ammended to another program, you may simply build a screen with Commodore characters & graphics, then go to an unused part of the screen and change the cursor color to match the background color.

Step 3 - Remove the Program Diskette and Insert the DATA Diskette . . . then type RUN and press RETURN . ("RUN" should not show on the screen)

This program, when run, requires the Data Diskette and the formats that reside there. A prompt will be given for this, but if the Data Diskette is not in the drive at the time the program executes, an error will occur . . . LOGICAL VIEW FILE NOT FOUND.

As you may know by now, the Logical View File is updated with each screen's format at the time of the SAVE routine.

Deleting A Screen

A screen should NEVER BE DELETED in the direct command CHANNEL 15 mode. Screens are deleted through "Screen Link". If a screen is deleted through Channel 15, the Logical View file will still think that the screen exists. This will cause an error, possibly causing a rebuild of the Data Diskette.

(See Error Recovery on page 24)

Spectra Title Generator

Screen Link (Formatting Your Screens)

From the SpectraBUILD Menu option 3 takes us to the SpectraVIEW Menu. From SpectraVIEW Menu, option 1 will take us to "Screen Link".

Screen Link provides the functional capability to:

1. Delete or suspend any screen
2. Sequence screens by desired order of display
3. Choose the DISPLAY METHOD
4. Select a FONT
5. Choose a specific RUN TIME of each display
6. Pick a color in the screen to FLASH on & off

Sequence Number

Sequence numbers run from ØØ to 99. Selections above 99 will flag a screen for deletion. A sequence number of ØØ will suspend a screen and prevent it from displaying. These numbers represent the order of display for each screen. If two or more screens carry the same number, then the first on the list will be displayed before the second. Any screen selected for deletion will be automatically deleted and removed from the diskette when the F1 key is pressed for exit.

Display Method

There are two sets of 21 seperate display methods for each screen. Any option chosen from the first set will leave the screen displayed while the next one is placed on the display. The second set (indicated by having a black dot (●) inside the option window) will display the screen and will then switch to the background color before arrival of the next screen.

- These display options are discribed on the next page -

Screen Link (Continued)

Display Methods

First Set (Screen stays after display)	Second Set (Go to Bkgrd. after display)	Description
REPLC	REPLC●	Replaces previous screen
WIPE L	WIPE●L	WIPE over previous screen to LEFT
WIPE R	WIPE●R	WIPE over previous screen to RIGHT
WIPE D	WIPE●D	WIPE DOWN over previous screen
WIPE U	WIPE●U	WIPE UP over previous screen
SCRO L	SCRO●L	SCROLL & push previous to LEFT
SCRO R	SCRO●R	SCROLL & push previous to RIGHT
SCRO D	SCRO●D	SCROLL & push previous DOWN
SCRO U	SCRO●U	SCROLL & push previous UP
SCRO A	SCRO●A	AUTOSCROLL - Smooth scroll up
CURT L	CURT●L	CURTAIN over previous to LEFT
CURT R	CURT●R	CURTAIN over previous to RIGHT
CURT D	CURT●D	CURTAIN DOWN over previous screen
CURT U	CURT●U	CURTAIN UP - Previous screen raised
CURT O	CURT●O	CURTAIN OPEN & part middle previous
CURT C	CURT●C	CURTAIN CLOSE over previous screen
GROW H	GROW●H	Kill previous screen & GROW UP
GROW V	GROW●V	Kill previous screen & GROW OUT
EXPLO	EXPLO●	EXPLODE over previous screen
IMPLO	IMPLO●	IMPLODE over previous screen
OVER	OVER●	OVERlay WITH previous screen

Screen Link (Continued)

Font Selection

Fonts are selected by large and by small styles. Choice of this option indicates the desired FONT to be displayed when run. Once a particular font is selected, it will remain in the format until changed again at a future time. This, however, does not change the original font. When that particular screen is accessed by the Build Screen option, you will still see the original font chosen.

If a CBM screen has been saved, the font will be indicated as either "CBMUPR" (UPPER CASE) or "CBMLWR" (lower case). A CBM screen is obviously not compatable with other special fonts so is, therefore, not changeable. (See page 14 on "Font Lock")

Run Time

Run time should reflect the exact desired duration of each display in minutes & seconds. Selection of this time is done by pressing the F7 key, just as with the other display options. However, for rapid advancement of minutes selection, simply hold down the F7 key for several seconds.

As you may have noticed some screens will carry the word "KEY" in the option window. This is selected by advancing the time beyond "59:59". "KEY" indicates that the screen will be displayed until a KEY on the keyboard is pressed. This option can be very useful during videotape editing when various edit zones are not clearly defined. For instance, if you want time to prepare an edit tape and want the desired screen to START on command, you should select the "KEY" option for RUN TIME . . . . . in the PREVIOUS SCREEN. In order to have the display END on command, just select the "KEY" option for THAT screen.

Screen Link (Continued)

IMPORTANT NOTE concerning RUN TIME:

The actual run time occurring on any "KEY" screen or suspended screen will NOT be included in the TOTAL CUMMULATIVE RUN TIME when all screens are run in SpectRUN (SpectraVIEW Menu).

ALSO . . .

All screens have minimum run times. Since the various display methods require varying minimum run times, any times selected that fall below minumum will be raised and re-calculated in the screen formats. Any re-calculated times may be viewed in Screen Link AFTER displays are run.

Flash Color

This option allows you to FLASH a particular color ON and OFF in a screen during display. There are 19 different options. The first 16 are standard Commodore 64 colors. The option "ALL" will FLASH the entire screen while option "SWEEP" will sweep colors from the bottom of the screen to the top. A FLASH COLOR that is selected for a screen not carrying that color will give no response.

Logical View File

The purpose of this file is to store all of the vital information pertaining to screens that have been built. The file is ammended with new information each time a screen is saved or re-saved. The Logical View File should accurately reflect such things as sequence number, screen name, display method, font style, run time and flash color. This file should always reside on the Data Diskette.

Running Displays

After screens are built and saved, they may be run through their respective formats by taking option 2 from the SpectraVIEW Menu. This option will load and run the program called SpectRUN. SpectRUN will display your screens according to the desired formats chosen through Screen Link.

Sound Queue

As SpectRUN is executing Sound Queue will be the first prompted display option. Sound (BEEP) can be selected here in order to have a signal from the program at the beginning of each display. This can be useful for knowing when to start or stop a piece of edit tape.

Clock Display

This option will allow display of Run Times chosen for each screen. If "NO" is chosen for this prompt, the times will still be accurately tracked, but the times will just not be displayed.

If a screen is chosen to display with AUTOSCROLL (SCRO A), the time display will be temporarly BLANKED until the next screen arrives.

Font Lock

If "YES" is selected for FONT LOCK, ALL screens will display with the font chosen here (excluding CBM screens).

When "NO" is chosen, screens will display with the fonts selected in "Screen Link". Keep in mind, however, that fonts will not change from screen to screen until a display method from the "Second Set" is encountered (see page 11). For example, if the first screen carrys a Display Method of "WIPE L" with "STRIPE" font, the second screen will also display with "STRIPE" font. If the second screen was chosen to display with "WIPE L, the screen will BLANK after display allowing the upcoming third screen to change the display font to what it carrys before the screen is switched back on. This was a design consideration based on the fact that only one font set can be displayed at a time and a switch of font style would not look good in the middle of a displayed screen.

Running Displays (Continued)

Background Lock

This option will allow us to chose a particular background for display of all screens. If "NO" is selected here, the background selected for each created screen will be displayed.

Minimum Run Times

Run Times selected in Screen Link may, sometimes, be less than the time required to effectively display a screen. Factors determining this required time are, the size of the screen, the Display Method and color selections. For this reason, any Run Times selected in Screen Link that fall below the Minimum Required Time will be recalculated and placed in the format of that screen.

This recalculation will occur when the first run of your screens takes place. After the run, you may go back to Screen Link in order to see what the times have been changed to.

Cumulative Run Time

The sum of all screen's "Actual Run Time" is displayed after the last screen is run. This time does NOT include the time spent on a "KEY" screen.

Instant Replay

This feature allows you to repeat a screen that is displaying or, if desired, repeat as many as four screens. Instant Replay is not included in the Cummulative Run Time.

Instant Replay is selected using the F-Keys

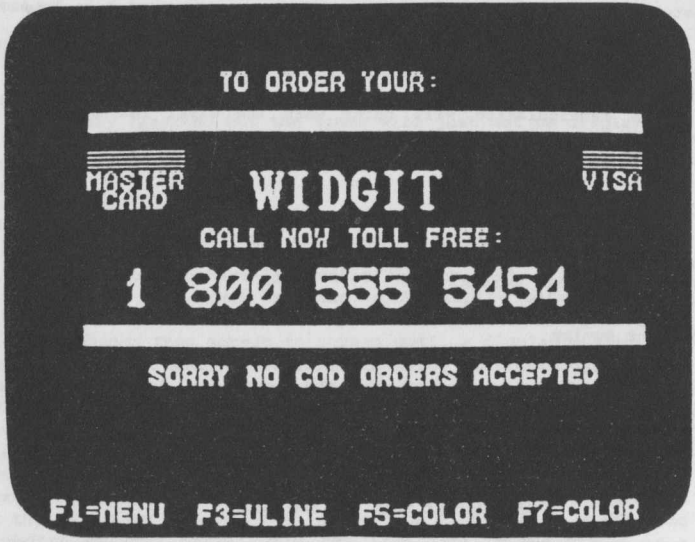
F1 Repeat this and the last 3
F3 Repeat this and the last 2
F5 Repeat this and the last
F7 Repeat this screen

Advanced Effects

Screen Design

A well designed screen will greatly enhance your production and increase audience attention. Use of good color combinations and graphics can be very impressive.

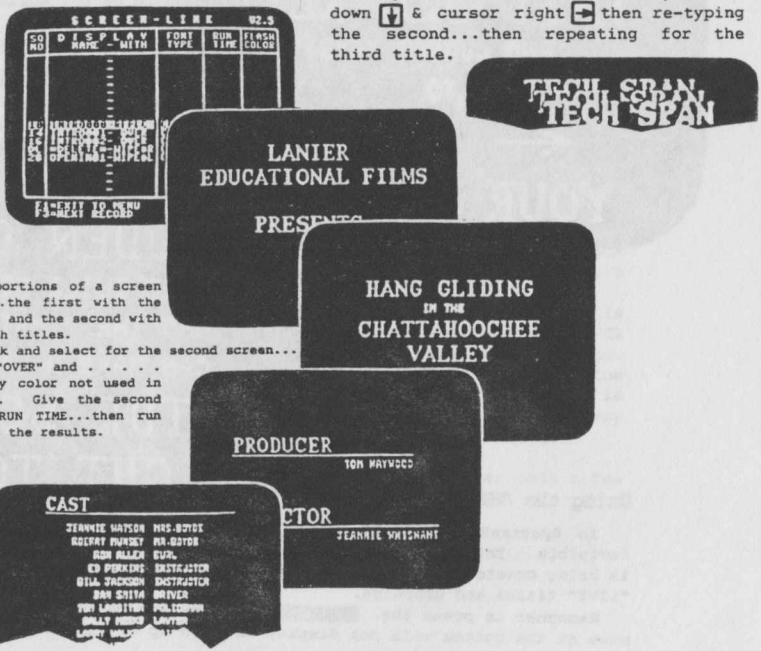
Cursor keys can be used to position certain "Overlayed" effects in order to provide "DEPTH". Once familar with creation of screens, thousands of creative combinations are possible. Some basic ideas are given on the following pages.



Spectra Title Generator

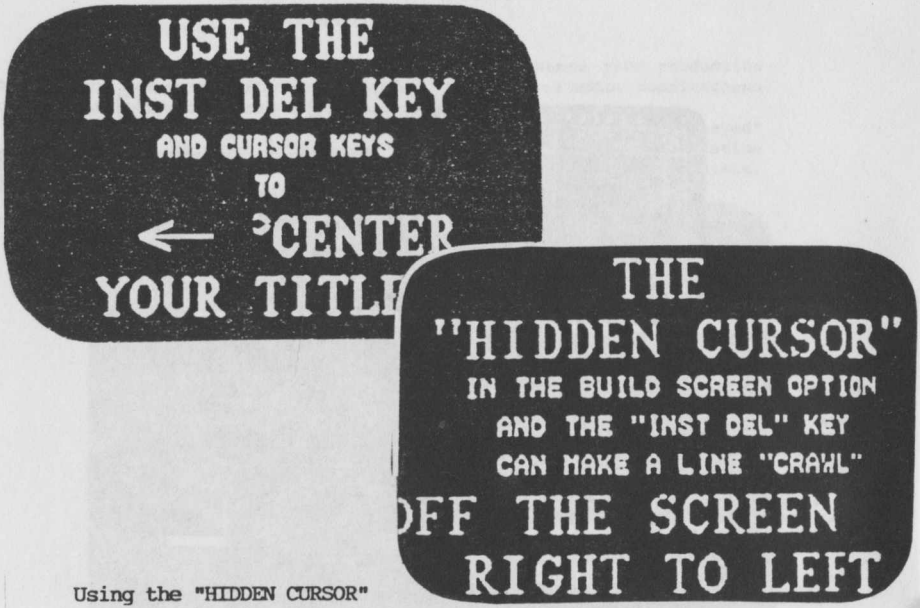
Advanced Effects
(Continued)

Overlayed title here was done by cursor down ↓ & cursor right → then re-typing the second...then repeating for the third title.



To FLASH specific portions of a screen build two screens...the first with the desired flash titles and the second with the desired non-flash titles.
Now go to Screen-Link and select for the second screen...
...Display Method -"OVER" and . . . . .
...Flash Color -(any color not used in the second screen). Give the second screen some extra RUN TIME...then run the displays and see the results.

Advanced Effects
(Continued)



Using the "HIDDEN CURSOR"

In SpectraBUILD, selection of F8 will make the "Cursor" invisible. This is useful when you desire to tape a screen as it is being created. This method gives more flexability at creating "LIVE" titles and graphics.

Remember to press the SHIFT CLR/HOME before you begin so that the menu at the bottom will not display and end up on your tape.

Video Editing Sessions

When building screens and titles it is best to create and run your material before actually going to the editing session. This will allow you to experiment with methods, times and colors.

It is a good practice to seek a critical review of your titles and screens before placing them into your videotape. This will allow you to easily change "Run Times", "Display Methods" or colors.

If you are using special effects (F/X), or are blending screens with a TBC (Time Base Corrector), then a major consideration is going to be the "Background" color of each screen. Background color dictates the measure of "CHROMA" signal necessary to have titles over live scenes. Some editing equipment can be "told" to ignore a specific "Chroma", or color, thus allowing a recognizable Chroma from another scene to "MIX" with your title. Many of the TBCs are "KEYED" on blue or black background colors. Even without the use of special equipment, a darker background color is less distracting from your titles.

The most popular editing technique used with VCR equipment is "Pause Editing". Pause Editing is simply placing the "EDIT" VCR in a "PAUSE" mode while preparation of the next edit is done. When you are ready for a title to be placed on the edit, the PAUSE is pressed on the EDIT VCR at the same time your title is displayed. Using the "SOUND QUEUE" and "KEY" option can be very useful in achieving exact start times during Pause Editing.

REMEMBER that a VCR will remain in PAUSE mode for only a few minutes in order to prevent damage to the stopped tape.

Video Editing Sessions (Continued)

The characteristics of your particular VCR or editing equipment will dictate the way in which your computer is hooked-up. Most VCRs have a "TV/VTR" switch. This switch will allow you to switch from the signal produced by the tape in the VCR to an external source. The external source will, in this case, be your computer.

Plugging the "Composite" cable from your Commodore 64 to the "Video In" jack of the "SOURCE" VCR will allow you to easily switch from your titles to the "Source" tape using the "TV/VTR" button. If, for some reason, your particular VCR does not produce the screen image from your computer, then a lesser quality signal can be obtained by attaching the RF cable from the computer to the "F-Type" connector on the VCR just as you would hook-up a TV antenna. (A 75 ohm line transformer may be necessary).

If you are using the Commodore SX64 (which has no RF connection) and desire the RF type of hook-up, an RF Modulator may be used. (Radio Shack Part No.15-1273).

Keep in mind that if the audio output of your computer is hooked-up to the VCR, your edit tape will collect any "SOUND QUEUE" that is given during screen display.

IMPORTANT NOTE:

Make sure that the video cable that you are using with your computer is wired correctly. NEVER connect anything to the "AUDIO IN" circuit leading into your Commodore 64 or damage to the 6526 chip can result.
Always make wiring connections with ALL equipment OFF

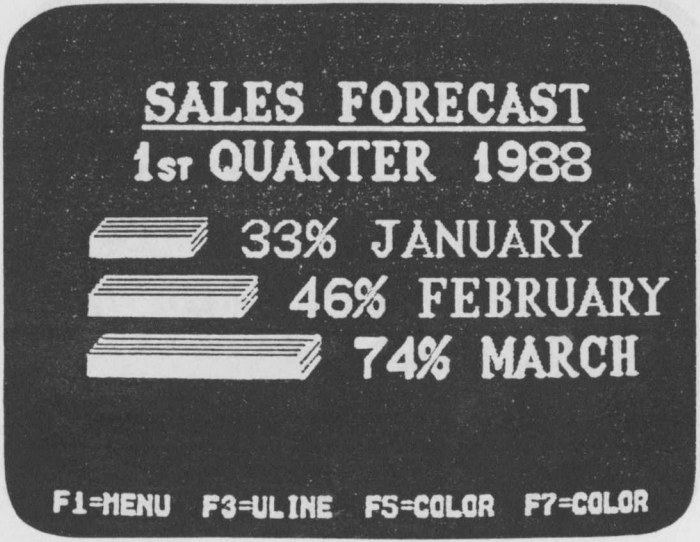
Consult your Commodore 64 User Guide and Commodore 64 Programmers Reference Guide for more details concerning these connections.

Spectra Title Generator

Sales Presentations

Your Spectra Title Generator can be an excellent presentation tool. Because of the very useful ability to sequence screens in any order and duration, displays can be used in environments such as classrooms or sales meetings. When a screen presents a possible point of discussion, the "KEY" option in Screen Link will provide a pause until you are ready to continue.

Invariably, during a sales meeting, someone will want to look at a previous screen. All you have to do is page back by using the F-Keys.

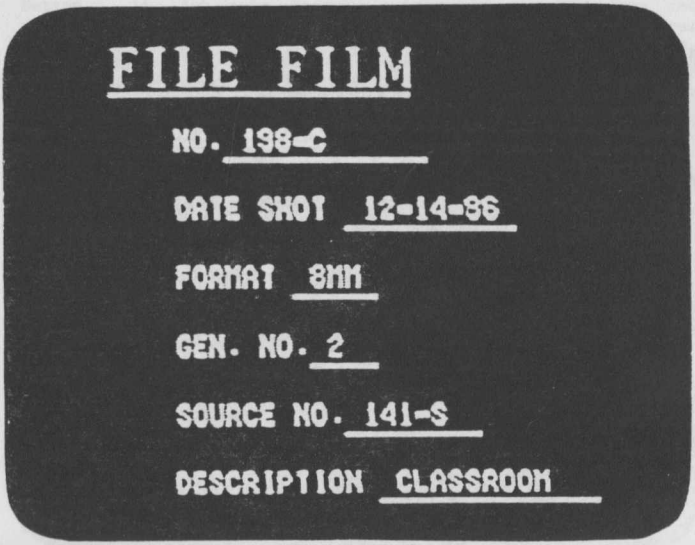


Spectra Title Generator

Sales Presentations (Continued)

Another valuable use of Spectra Title Generator is storing "Storyboard" information. Along with your titles you can keep other vital information pertaining to your entire production. (Camera angles, shot duration, actor queues, lighting data, props lists, geographic location, etc.)

Through the "Sequence No." field in Screen Link, you can set-up your screens by "Shooting Location" . . . then after shooting re-sequence them by "Edit Sequence".



Making Back-Up Copies

Back-up copies of your Data Diskette can be made, if you desire, by using a backup utility.

MAKE SURE OF THE FOLLOWING:

A good quality diskette be used.

That ALL programs & files are copied.

That the diskette "ID" is "09" (ZERO NINE)

Copying the "Program Diskette" is not allowed and is in violation of Copyright Laws.

Some people "Hole punch" a new Write Protect notch in their diskettes in order to allow use of the "flip-side" of the diskette by a single-head drive. This practice is very unadvisable for the single-head 1541 drive. When diskettes are manufactured, they are first graded according to side and then polished. Even though many people realize that the quality difference between sides is usually slight, what is, many times, not known is that the two sides are polished at the SAME TIME. This means that the diskette is rotated "CLOCKWISE" on the top side and "COUNTER-CLOCKWISE" if viewed from the flipside. When polished, the edges of the media (embedded in the diskette material) lay flat in the direction of rotation.

When this rotation is reversed by using the flip-side, the Read-Write Head in your drive is going against-the-grain of the diskette.

We recommend that the flip-side not be used for back-up for this reason.

Error Recovery

In the event of an error, recovery can be determined by knowing the reason for the error. Consult your Commodore Disk Drive Manual for a complete explanation of error messages.

If an error is encountered concerning the Logical View File, recovery may be possible. Usually if this type of error exists, it is because of accidental use of the "Scratch File" routine on a file in the Data Diskette.

Listed below are some possible recoveries relating to Logical View File errors.

MESSAGE	RECOVERY
SCREEN NAME NOT FOUND	Go to SpectraBUILD and LOAD the desired screen..... .....then SAVE it under the same name.
LOGICAL VIEW FILE NOT FOUND	Go to SpectraBUILD and LOAD & SAVE all screens known to exist.
LOGICAL VIEW (Any other msg.)	Using Command Channel 15 Scratch routine in BASIC, delete "LOGICAL VIEW"... ...then go to SpectraBUILD and LOAD & SAVE all known screens.

Index

A

AUDIO Input-Output,1,20
AUTOSCROLL,11,14

B

BACK-UP,4,23
BACKGROUND
  Background Color,19
  Background Lock,15
  Blank Background,10
BARGRAPH,7

C

CABLE
  Cable Hook-up,IV
  Composite Cable,IV,20
  Dubbing Cables,5
  RF Cable,1,20
  Video Cable,IV,1,20
CARTRIDGES,5
CBMLWR,12
CBMSAVE,9
CBMUPR,12
CHIP-6526,20
CHROMA,19
CLOCK,14
COLOR SELECTIONS,7
COMMAND CHANNEL 15,9,24
COMMODORE SX64,20
CONNECTIONS,IV,1,20
CURSOR,18
CURTAIN,11

D

DELETIONS,4
DISKETTE
  Data Diskette,4,6,23
  1541 Diskette Drive,23
  Flip-Side of,23
  ID Code,23
  Program Diskette,4,5
DISPLAY DURATION,12
DISPLAY METHOD,10,11,14
  First Set/Second Set,10,11,14
DISPLAYS,RUNNING,14

E

EDITING,19,20
ERROR RECOVERY,24
EXPLODE,11

F

F-TYPE CONNECTOR,20
FADER,III
FLASH ALL/COLOR/SWEEP,13
FONT
  Large and Small Fonts,7
  Font Lock,14
  Original Font,12
  Font Selection,12

G

GRAPHICS CHARACTERS,7
GRAPHICS,Keyboard,9
GROW,11

Index
(Continued)

H

HARDWARE,I

I

IMPLODE,11
INITIAL LOAD (IPL),4,5
INSTANT REPLAY,15,21

J

JOYSTICKS,5

K

KEYS
- CLR/HOME Key,2,18
- Commodore Key,2
- Control Key,2
- Restore Key,2
- RUN/STOP Key,2
- Shift Key,2
- Cursor Keys,7,16
- F-Keys,3,15
- Keys Re-Defined,2

KEYBOARD,2,3

L

LICENSE,II
LOADING PROGRAM,5
LOADING SCREENS,8
LOGICAL VIEW FILE,9,13,24

M

MONITORS,5

O

OPTIONAL EQUIPMENT,I
OVERLAY,11

P

PAUSE EDITING,19
PRESENTATIONS,21
PRINTERS,5

R

REPLACE,11
RF MODULATOR,20
RUN TIME,12,13,14
- Actual Run Time,13,15
- Cummulative Run Time,15
- "KEY" Run Time,12,13,19,21
- Minimum Run Time,13,15
- Minutes & Seconds,12

S

SAVING SCREENS,8
SCREENS
- CBM Screens,9
- Deleting a Screen,9,10
- Screen Design,16
- Screen Names,8,21
- Suspended Screens,13

SCREEN LINK,10,11,12
SOUND QUEUE,14,19,20

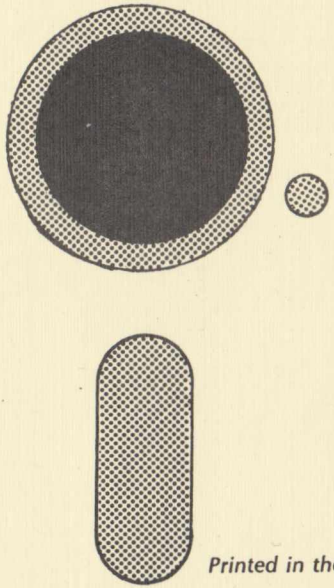
T

TIME BASE CORRECTOR (TBC),III,19
TV/VTR SWITCH,20

V

VCR,1,5,19,20
VIDEO IN/OUT JACK,1,20

TECH SPAN
VIDEO PRODUCTIONS
P.O.Box 3098, Gainesville, Ga. 30503



Printed in the United States of America.